

MOSJES CARD GAME

GAME BRIEF V3 - MOMENTUM EDITION

OVERVIEW

Mosjes is a strategic card game for 2-6 players where each player controls their own deck of unique Mosjes (heroes based on real people). Players gain Momentum by completing Quests, use Momentum to activate powerful effects, and race to level up their Mosjes. The first player to reach Level 3 with their Mosje wins!

CORE CONCEPT: MOMENTUM POINTS (MP)

Momentum Points (MP) represent your Mosje's progress, energy, and combat power.

How Momentum Works:

- **Gain MP:** Complete Quests to earn +10 to +20 MP
- **Spend MP:** Activate abilities, boost dice rolls, or trigger powerful Piecie effects
- **Level Up:** Reach 100 MP to level up your Mosje (resets MP to 0)
- **Momentum Loss:** Opponents can drain or steal your MP through attacks and effects

The Strategic Choice:

Every turn you face a decision:

- **HOLD** your MP → Keep stacking toward your next Level Up (100 MP = Level Up)
- **SPEND** your MP → Use it to activate powerful abilities, boost rolls, or trigger Momentum-cost Piecies

DECK CONSTRUCTION

- Each player has a **personal deck of 40-60 cards**
- Deck contains: **Mosjes** (heroes), **Piecies** (items), and **Place** cards
- Maximum 3 copies of any single card (except Mosjes - 1 copy each)

GAME FIELD LAYOUT

Per Player Area:

- **Personal Deck:** 40-60 cards
- **2 Mosje Slots:** Both active simultaneously
- **5 Piecie Slots:** Face-down or face-up items
- **Discard Pile:** Used cards
- **Welloe Mosje Pile:** Defeated Mosjes graveyard
- **Momentum Tokens:** Track MP for each active Mosje (use stones, tokens, or dice)

Shared Area:

- **1 Place Slot:** Single Place card affects all players
- **Quest Deck:** Shared deck of Quest cards (shuffled face-down)

MOSJE TRAITS

Each Mosje has **2-4 traits** rated with stars (★, ★★, ★★★):

- **Physical** ⚡: Strength, athletics, combat
- **Mental** 🧠: Intelligence, strategy, planning
- **Social** 💬: Charisma, persuasion, teamwork
- **Creative** 🎨: Artistic ability, innovation
- **Technical** 🔧: Technology, mechanics, precision
- **Resilient** 🛡️: Determination, endurance

Trait stars matter! Higher trait ratings unlock better effects on cards and improve Quest completion chances.

MOMENTUM & LEVELING SYSTEM

Starting the Game:

- All Mosjes start at **Level 1** with **0 MP**

Gaining Momentum:

- **Complete Quests:** Earn +10 to +20 MP (varies by Quest difficulty)
- **Quest Rewards:** Some Quests grant bonus MP or special effects
- **Card Effects:** Certain Piecies and abilities grant MP

Spending Momentum:

Players can spend MP to:

- **Activate Piecie abilities** with Momentum costs
- **Boost dice rolls** (spend MP to add to rolls)
- **Trigger Mosje special abilities** that require MP payment
- **Pay costs** for powerful instant effects

Leveling Up:

- When a Mosje reaches **100 MP**, they **Level Up**
- MP resets to 0 after leveling
- Leveling unlocks:
 - **Stronger abilities**
 - **Better Quest rewards** (+5 MP bonus on Quest completion)
 - **Access to higher-tier Piecies**

Level 1 → Level 2: Reach 100 MP

Level 2 → Level 3: Reach 100 MP again

Level 3: VICTORY!

MOMENTUM LOSS & DEFEAT

Losing Momentum:

- **Opponent attacks:** Cards that drain or steal MP
- **Quest failures:** Some Quests penalize failure with MP loss
- **Card costs:** Paying MP to activate effects
- **Place effects:** Some Places drain MP each turn

When MP Reaches Negative:

- A Mosje with **negative MP** **cannot complete Quests** until they return to 0 or higher
- Negative MP still counts toward your total (you must recover to 0, then continue to 100)

Welloe Mosjes (Defeat):

- If a card effect specifically "**defeats**" or "**eliminates**" a Mosje, it goes to the **Welloe Mosje Pile**
- Defeated Mosjes **lose ALL Momentum and Level progress**
- Some powerful cards can revive Welloe Mosjes (see "Mosje Reborn")

VICTORY CONDITIONS

Primary Win Condition:

First player to level up any of their Mosjes to Level 3 wins immediately!

Alternative Win Conditions:

- **Knockout Victory:** Defeat both of an opponent's Mosjes (send them to Welloe)
- **Quest Master:** Complete 7 total Quests across all your Mosjes
- **Momentum Domination:** Have a combined 250 MP across all your Mosjes at the start of your turn

GAME TURN STRUCTURE

1. Draw Phase

- Draw 1 card from your personal deck
- Some effects allow drawing additional cards

2. Main Phase

- Play Piecies face-down to your Piecie slots
- Activate face-down Piecies (if they've been down 1 full turn)
- Play Place cards
- Spend MP to activate abilities
- Switch active Mosjes (if desired)

3. Quest Phase

- You may attempt **1 Quest** from the Quest Deck
- Roll dice or meet requirements based on your Mosje's traits
- **Success:** Gain MP (amount varies by Quest)
- **Failure:** Some Quests have penalties

4. End Phase

- Apply Place effects
- Resolve end-of-turn abilities
- Discard down to hand limit (if applicable)

STRATEGIC DEPTH

The Momentum Economy:

Early Game: Focus on Quest completion to build MP

Mid Game: Balance spending MP on effects vs. saving to level up

Late Game: Protect your MP while draining opponents to slow them down

Interaction Types:

- **Aggressive:** Drain opponent MP to slow their progress
- **Defensive:** Protect your MP and stack toward Level 3
- **Tactical:** Spend MP on abilities to complete harder Quests for better rewards
- **Disruptive:** Use Place cards and effects to control the game state

WHY MOMENTUM WORKS

- ✓ **Clearer win condition:** Race to 100 MP = Level Up (visual progress)
- ✓ **More interaction:** Draining MP feels competitive but not purely aggressive
- ✓ **Strategic choices:** Spend now or save for later?
- ✓ **Faster gameplay:** No tracking separate HP pools
- ✓ **Quest-focused:** Quests become the primary path to victory

QUICK REFERENCE

Stat	Value	Notes
Starting MP	0	All Mosjes start at Level 1
MP to Level Up	100	MP resets to 0 after leveling
Victory Level	3	First to Level 3 wins!
Active Mosjes	2	Per player
Deck Size	40-60	Cards
Piecie Slots	5	Per player

Game designed for strategic decision-making, Quest-driven progression, and competitive momentum management!

DECK BUILDING GUIDELINES

Recommended Deck Composition:

- 2-4 Mosjes (your heroes)
- 20-25 Piecies (mix of MP restoration, attacks, utility)
- 3-5 Snelle Piecies (instant plays for defense)
- 3-5 Place Cards (strategic locations)
- 5-10 Quest Cards (can be more for Quest-focused strategies)

Total: 40-60 cards

Strategy Tips:

- Balance MP-gaining cards with MP-spending cards
- Include protection (Snelle Piecies) for your Momentum
- Mix aggressive (MP drain) and defensive (MP protection)
- Match your Mosje's traits with appropriate Quests and Piecies
- Consider synergies between cards (e.g., card draw + Bank Place)

*Game designed for Momentum-driven gameplay!
Race to Level 3 through strategic Quest completion and MP mana*